

IN THE CLAIMS:

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1. **(Currently Amended)** A fishing game apparatus for displaying on a television monitor a game screen of a fishing game, the fishing game apparatus comprising:

a casting rod having a first housing and a second housing;
an acceleration sensor provided in said casting rod to output an acceleration signal during casting; and
a game processor provided in said first housing of said casting rod to determine a casting distance on the game screen by processing the acceleration signal.

2. **(Previously Presented)** A fishing game apparatus according to claim 1, wherein said television monitor includes a scanning display, said casting rod further includes light spot detecting means for detecting a light spot of said scanning display, and said game processor determines a direction of casting on the game screen according to an output of said light spot detecting means.

3. **(Previously Presented)** A fishing game apparatus according to claim 1 or 2, wherein said acceleration sensor includes a piezoelectric buzzer element, and signal outputting means for outputting an acceleration signal on the basis of an acceleration correlation electric signal generated by said piezoelectric buzzer when said acceleration sensor is moved.

4. **(Previously Presented)** A fishing game apparatus according to claim 1, further comprising an AV cable connecting said casting rod with said television monitor to supply a video signal and audio signal from said game processor to said television monitor through said AV cable.

5. **(Previously Presented)** A fishing game apparatus according to claim 1, further comprising an information storage medium,

said game processor including at least operation processing means, image processing means and a memory,

said operation processing means executing a program code stored in said information storage medium and calculating the casting distance on the basis of said acceleration signal from said acceleration sensor to administer the fishing game,

said image processing means generating image information to be displayed on said television monitor by using image data stored in said information storage medium under control of said operation processing means,

said memory being for a least said operation processing means to hold progress and result of the operation.

6. **(Original)** A fishing game apparatus according to claim 5, wherein said information storage medium includes a non-volatile semiconductor memory.

7. **(Currently Amended)** A fishing game apparatus for displaying on a television monitor a game screen of a fishing game, comprising:

a casting rod having a first housing and a second housing;

a reel ~~handled~~ handle attached to said casting rod so as to be freely rotated;

an acceleration sensor provided in said first housing of said casting rod for outputting an acceleration associated signal that is changed in accordance with a strength of a casting operation during casting;

a rotation amount associated signal generating means provided to be interactive with said reel ~~handled~~ handle for outputting a rotation amount associated signal associated to a rotation amount of said real handle;

a game processor provided in said casting rod; and

a memory provided in said casting rod for ~~saving~~ storing a program and image data which are read-out by said game processor, wherein

said game processor includes a first input means for receiving said acceleration associated signal, and a second input means for receiving said rotation amount associated signal, and

calculates a distance of the casting in accordance with information applied from said first input means,

produces a game screen according to the calculated distance by reading-out the image data in correspondence to the casting operation from said memory,

calculates a reeling length in accordance with information applied from said second input means, and

determines the reeling operation based on said casting distance and said reeling length.

8. **(Previously Presented)** A fishing game apparatus according to claim 7, wherein said television monitor includes a scanning display, said casting rod further includes light spot detecting means for detecting a light spot of said scanning display, and said game processor determines a direction of casting on the game screen according to an output of said light spot detecting means and calculates the casting distance according to the information applied from said first input means.

9. **(Currently Amended)** A fishing game apparatus according to claim 7, further comprising a tension key operated by a game player to control a tension of a fishing line displayed on said game ~~screen~~ screen, and
said game processor determines that the game player fails to catch a fish when a value of said tension reaches a predetermined value.

10. **(Currently Amended)** A fishing game apparatus according to claim 7, wherein said acceleration sensor includes a piezoelectric buzzer element, and signal outputting means form outputting an acceleration signal on the basis of an acceleration correlation electric signal generated to said piezoelectric buzzer when said acceleration sensor is moved.

11. **(Currently Amended)** A fishing game apparatus according to ~~any~~ claim 7, wherein said rotation amount associated signal generating means generates said rotation associated signal as the numbers of pulse signals, and
said second input means includes a mouse input which counts said pulse signals.

12. **(Currently Amended)** A fishing game apparatus according to claim 7, wherein said casting rod further includes a vibrator, and
said game processor ~~give~~ gives a vibration by driving said vibrator when bite by the fish occurs in progress of game.

13. **(New)** A fishing game apparatus according to claim 1, further comprising a tension key operated by a game player to control a tension of a fishing line displayed on said game screen, and
said game processor determines that the game player fails to catch a fish when a value of said tension reaches a predetermined value.

14. **(New)** A fishing game apparatus according to claim 1, wherein said rotation amount associated signal generating means generates said rotation associated signal as the numbers of pulse signals, and
said second input means includes a mouse input which counts said pulse signals.
